agetec ™

PlayStation 2

ARMORED CORE 2

It is in this environment - a second home planet called Mars - that mankind
began creating a new history.

For the Corporations, soldiers were nothing but expendable tools in the bat-
tlefields, and were held in low regard by society. However, the members of the
Ravens, though they were soldiers as well, were guaranteed freedom and
independence. They were admired and respected by all other soldiers. For
those who had fled the Earth's extremely poor underground cities and were
barely surviving as soldiers, becoming a Raven represented the highest status
and admiration they could acquire. And so a new soldier aspires to become a
member of the famed Ravens.

The newest addition to the ARMORED CORE series, where players go head-to-head in relentless battles using an endless combination of parts.

The player can select from the collection of parts and armaments he has gathered in order to customize the machine he pilots. The parts categories have been increased to 14 types, including three new types not available with the previous version. Additionally, the patterns of mechanical assembly have been significantly upgraded. The new parts functions and revamped design image make it possible to achieve the composition and strategy as well as a new silhouette that weren't available with the mechanical assembly features of the previous version.

SUPER BOOST

The overed boost is a new AC specification relating to propulsion devices. It's a special booster installed in core parts of the AC. While the overed boost is engaged, more energy is consumed, but the machine can move at a speed several times that of the standard dash.

3 New Parts Functions:

EXTENSION

An extension is a turret point that has been added to the exterior of the AC on both sides. It was originally designed to accommodate propulsion devices and the like, thereby assisting in the AC's high-speed mobility.

RADIATOR

This new feature is used to cool the AC, which can overheat when subjected to harsh weather conditions, enemy attacks or prolonged use of the booster.

INTERIOR

Enables an AC to carry even more weapons. These new weapons will be similar to those normally equipped on an AC's arms or shoulders and will effect an AC's offensive/ defensive capabilities.

A Next Generation Battle!!

Original AC creations can be saved to a memory card and put to the ultimate test in heated split-screen or link battles against a friend. All new Arenas and Arena rules!

Genre: 3D Combat Machine Simulator
Console: PlayStation 2
Players: 1-2
Scheduled Release: FALL, 2000

The RPG where anything and everything can be integrated.

The story of Evergrace will unfold from the different viewpoints of the two main characters, Yuterald and Sharamy.

The story that is comprised by the two scenarios, "Story of Yuterald" and "Story of Sharamy," climaxes when they reach a certain part of the game.

The visually entertaining changes in the equipment of the two characters, based on the Dress-Up System, adds to the excitement of discovering the truth in the storyline.

Long ago, on the continent called Edinbury, there existed people with markings referred to as "crests." However, there was a series of inexplicable and tragic events surrounding the people with crests. Therefore, others called the crest the "Cursed Mark," fearing and avoiding those who bore them.

Yuterald's Story:
In modern times, where such legends have long been forgotten, there was a young lad by the name of Yuterald from Stolta who bore the crest on the back of his right hand. He hid the mark from people, intending that it never be seen by anyone. When he was young, his parents were murdered by an army that had invaded his village, and he felt this was a tragedy brought upon by his crest. Yuterald, who grew up as a top-class swordsman with vengeance in mind, stumbles across his destiny in the deep forests of Vilyana. And it is in these surroundings that Yuterald encounters a mysterious life form called Forim.

Sharamy's Story:
Sharamy lived happily with the family of Yuterald, who treated her like a real sister. But she knows of the strange birthmark on the back of his right hand. One day, a tragedy occurs. The following day, Sharamy is transported to a different world. When she awakens she encounters the distraught gaze of another girl. Where am I? In these strange surroundings she then finds herself powerless to prevent a kidnapping of the girl who had helped her. Sharamy wonders: Why was she kidnapped? Can I somehow return to my own world?

Yuterald and Sharamy thus begin their journey, each carrying a unique destiny . . . .

Dress-Up System

This function allows players to integrate anything they acquire within the game. The parameters of execution can be expanded by combining the items with which the player is equipped. Also, there is a "taste rating" in which the fashion sense is evaluated by an appraiser. The cost of repairing items will change, depending on the rating. There are many armaments randomly dropped by enemy characters, which adds to the fun of collecting items.

Genre: Real-Time Action RPG
Console: PlayStation 2
Compatible Peripherals: Memory Card (number of blocks undetermined)
Analog Controller
Players: 1
Scheduled Release: FALL, 2000

ETERNAL RING

Eternal Ring is a 3-D real-time RPG that takes place on an island where dragons make their home. The player must search the island to find the secrets of the legendary "Eternal Ring," which is said to exist there.

The main character, Cain, journeys to the Island of No Return under direct orders from his king. As the name of the place suggests, it is rumored that once one steps foot on its shore it is impossible to return alive.

Legend has it that magical powers are at rest on this island. It is inhabited by numerous beasts, enormous dragons and magical powers that were supposed to have been buried long ago.

Cain must overcome many perilous situations through the use of his various magical powers. He must also uncover the hidden past, as well as what is about to happen on this mysterious island.

What are the secrets of the dragons that supposedly exist on this island?

What happened in the sudden disappearance of the messengers from the mainland?

What is the secret of Cain's birth?

Only when all these secrets are uncovered will the truth behind the Eternal Ring be revealed. It is your quest to discover and unleash the ultimate magical powers.

What might have happened in the distant past here on this island in which giant dragons roam and magic exists? What rituals were performed? What caused the earth to rumble and quake?
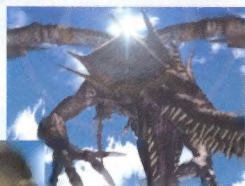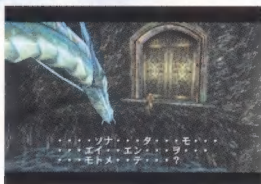
Player's experience not only battles but also a world of virtual 3-D space that makes full use of the changes in geography and weather, made possible only on PlayStation 2.

Genre: 3D Real-Time RPG
Console: PlayStation 2
Compatible Peripherals: Memory Card
(8 MB): 100K
Dual Shock 2 (Vibration/pressure sensing)
Players: 1
Scheduled Release: FALL, 2000

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